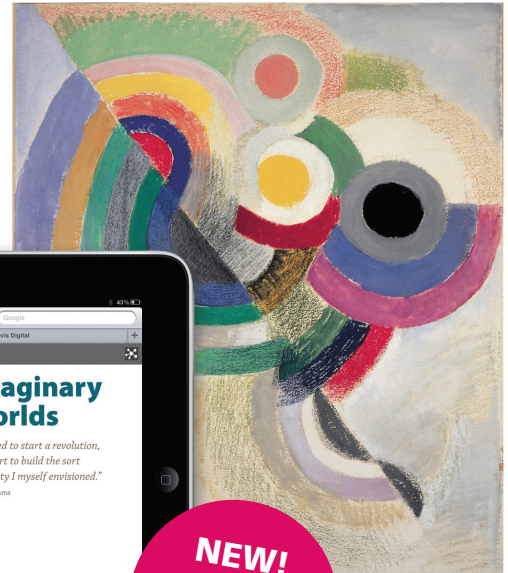
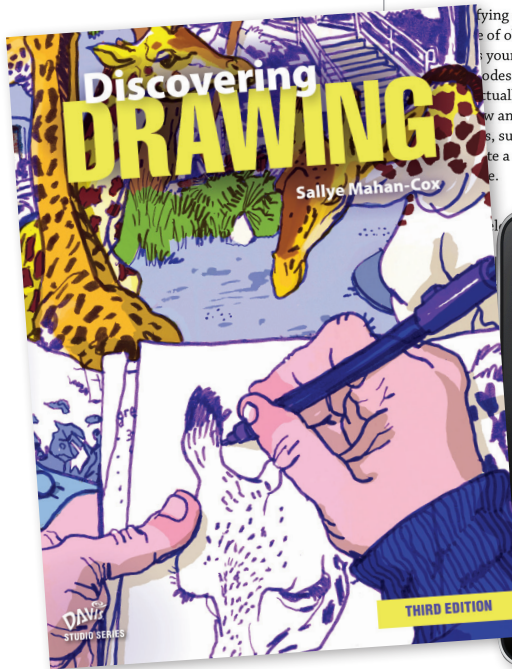


### Abstract and Nonobjective Art

Creating or altering forms through **abstraction** presents the viewer with a new perspective of objects and ideas. Abstraction is an opportunity to express your big ideas and personal symbolism through your own unique styles and modes, using form as subject matter rather than how something naturally appears. Through nonobjective works—art that does not contain any recognizable objects—you can express a variety of emotions, such as complex emotions or relationships. Abstract art provides a direct experience for the viewer that goes beyond time and space.



**NEW!  
THIRD  
EDITION**

339

# Discovering Drawing

## THIRD EDITION

By Sallye Mahan-Cox

*Discovering Drawing* bridges the gap between art instruction, artistic expression, and personal discovery. Students explore all facets of drawing process and media in this visually dynamic and comprehensive approach to art instruction that incorporates both **realistic and expressive drawing techniques with art history, aesthetics, and criticism.**

The brand-new third edition is designed to reach students at a range of ability levels and includes in-demand features for contemporary classrooms, such as **connections to STEM and design, Big Ideas for creating meaning, and more contemporary and diverse art** including non-Western and women artists.

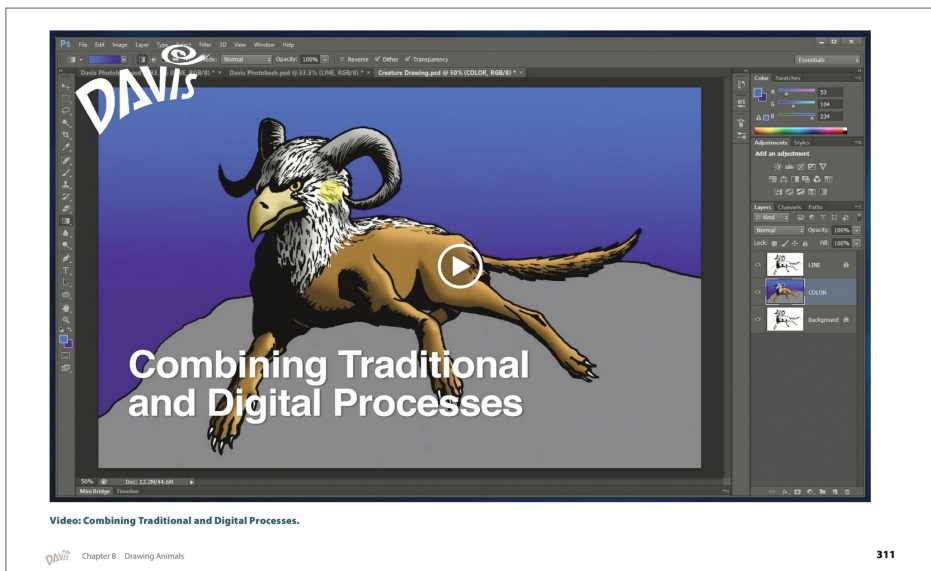
### Features

- Stunning fine art examples from historical and contemporary artists
- Video and technical images to clarify processes and guide students toward mastery
- Writing prompts and captivating career profiles
- Exemplary studios with step-by-step instruction
- Low-tech to high-tech processes that can be adapted to your teaching environment and student interests
- Portfolio development as well as critical technical and aesthetic inquiry opportunities
- A wealth of art history and alternative approaches that expand student knowledge of our visual world
- An in-depth Student Handbook with essential information on techniques and processes



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eBook, Chapter 8: Drawing Animals, Video: Combining Traditional and Digital Processes.

**Studio Experience**

**Visual Conversation**

You can use mark-making like any other language to have a conversation with another artist. By taking turns, you have an opportunity to reply to the mark that your partner made.

**Before You Begin**

Think about the marks and shapes you can make that will convey your thoughts. Review the elements and principles for ideas. Make notes in your sketchbook.

**You will need:**

- pencil
- compressed charcoal
- newsprint
- chamois
- stumps

**Create It**

1. Sit in pairs facing each other. Decide who will start the conversation by making the first mark and begin to draw.




Fig. 9-30.

2. Taking turns, think about the marks you are seeing. Do you see motion in the marks? Fast? Slow? Are they friendly and welcoming or aggravated? Continue to add marks to make the conversational drawing more complete.

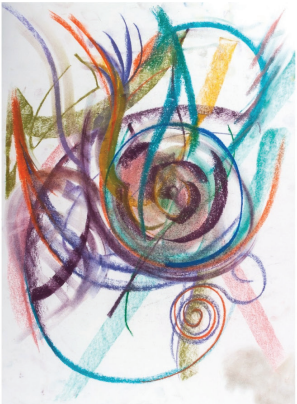


Fig. 9-31.

Student eBook, Chapter 9: Making Meaning through Drawing, Studio Experience.

## Videos in the eBook

With more than 10 videos on a variety of topics, ranging from *Combining Traditional and Digital Process* to *Storyboarding*, you can offer your students multiple access points to grow their knowledge of fine art and commercial processes.

## eBook Class Set

eBooks are accessed on Davis Digital, a cloud-based online platform designed specifically for K–12 art educators. Davis Digital includes access to the same high-quality content and images contained in the print versions of our textbooks, but with added features and flexibility.

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## Components & Ancillaries

- Student Book (in Print or eBook)
- Teacher’s Edition (in Print or eBook)
- Davis Art Images Subscription (with eBook)
- Portfolios (with eBook for Teachers and Students)
- Curriculum Builder (with eBook)
- Teacher Resources (digital with eBook, print versions available): Studio Support Masters, Vocabulary Masters and Artist Profiles, and Assessment Masters

### TABLE OF CONTENTS

Chapter 1: What is Drawing?  
 Chapter 2: The Basics  
 Chapter 3: Still Life  
 Chapter 4: Drawing Landscape  
 Chapter 5: The Built Environment  
 Chapter 6: The Figure

Chapter 7: Portraits  
 Chapter 8: Drawing Animals  
 Chapter 9: Making Meaning through Drawing  
 Chapter 10: Imaginary Worlds  
 Handbook & Glossary



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